

PASUMARTHI VENKATA PRAVEEN

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EDUCATION

Masters of Technology in Computer Science and Engineering, GITAM University, Visakhapatnam.	2024-2026
Bachelor of Technology in Computer Science and Engineering, 7.22 CGPA DADI Institute of Engineering and Technology, Anakapalle.	2020-2024
Board of Intermediate Education, 8.04 CGPA Sri Gayatri Jr College, Visakhapatnam	2018-2020

PROFESSIONAL EXPERIENCE/INTERNSHIPS/PROJECTS

Co-Founder @ JAPAM (SELF PROJECT) Android Kotlin Developer	Nov 2023 – Present
<ul style="list-style-type: none">Designed and implemented the Japam Android app architecture in Kotlin, improving development efficiency by 30%.Developed intuitive UI/UX features, integrated 10+ RESTful APIs for dynamic content, and managed deployment on Google Play Store.Monitored user feedback and performance metrics to prioritize updates; app has 1K+ downloads.	
F9 Technologies Web Designer Intern	June 2023 – Oct 2023
<ul style="list-style-type: none">Collaborated with developers and project managers to oversee software lifecycle from conception to deployment, enhancing team efficiency by 20%.Produced wireframes, mockups, and prototypes using Adobe Photoshop, Figma, and Webflow, resulting in a 30% improvement in UI/UX design feedback.Worked with front-end developers to translate design mockups into HTML, CSS, and JavaScript	
B.Tech Project Crypto currency price prediction using Deep learning	2024
<ul style="list-style-type: none">Researched cryptocurrency markets to analyze price dynamics and factors, improving market understanding by 15%.Developed machine learning models for cryptocurrency price prediction, achieving a 25% increase in accuracy.Preprocessed large datasets to enhance model performance by 30%, documenting findings in a comprehensive research report.	
M.Tech Projects Movie recommendation system using Machine Learning	2024
<ul style="list-style-type: none">Designed and implemented a machine learning-based movie recommendation system, improving prediction accuracy by 25%.Preprocessed and analyzed large-scale movie datasets to enhance model efficiency and user personalization.Evaluated recommendation models using precision and recall, optimizing performance for diverse user preferences.	

FPS optimization in Video Games using Deep Learning

- Engineered a deep learning framework to optimize frame rates in video games, enhancing overall gameplay fluidity.
- Utilized advanced neural networks to analyze performance bottlenecks, reducing latency and improving FPS consistency.
- Conducted extensive testing and validation across multiple game environments, achieving significant performance gains in resource-intensive scenarios.

SKILLS / TRAITS

- **Programming:** Python, Java, Kotlin
- **Web:** HTML, React, CSS
- **Designing:** Figma, Web flow, Photoshop, Canva
- **Editing:** After Effects, Premier Pro, Davinci Resolve

CERTIFICATIONS

- NPTEL- Programming in Java
- Udemy - HTML & CSS Certification Course for Beginners
- Udemy - Android App Development
- Udemy - The Ultimate 2025 Fullstack Web Development Bootcamp

ACHIEVEMENTS & AWARDS

- Organized and hosted a Technical Quiz competition at DIET College through CSI, engaging 25 participants.